

Alternative Management Strategies for Recreation Services and Use Supervision

KEY FEATURES IN COMMON

- Prohibit on- and off-road racing
- Require all vehicles and operators to be licensed for highway driving under Arizona laws
- Retain visitor permit system
- Issue special recreation use permits, as appropriate



KEY DIFFERENCES

Alternative A No-Action Alternative

1. Prohibit public off-road driving
2. Allow motorized public travel in dry washes (proposed BMGR—East Habitat Management Plan action)
3. Special use permit needed for a party with ≥ 50 vehicles
4. No limits-of-acceptable change monitoring
5. No specific policy on public entry to mines
6. No specific policy on metal detectors
7. No specific policy on number of law enforcement officers

Alternative B

1. Evaluate allowing public off-road driving in designated areas
2. Allow motorized public travel in designated washes, when dry
3. Special use permit needed for a party with ≥ 30 vehicles
4. No limits-of-acceptable change monitoring
5. Evaluate allowing public entry to mines
6. No specific policy on metal detectors
7. Retain at least two law enforcement officers

Alternative C Proposed Action for Unit 2

1. Prohibit public off-road driving
2. Restrict vehicles from all washes, unless the wash is part of the designated road system and is dry
3. Special use permit needed for a party with ≥ 20 vehicles
4. Implement limits-of-acceptable change monitoring to guide recreation use management
5. Prohibit entry to mines
6. Prohibit use of metal detectors
7. Retain at least four law enforcement officers

Alternative D Proposed Action for Units 1, 3, 4, 5, 6, 7

1. Prohibit public off-road driving
2. Restrict vehicles from all washes, unless the wash is part of the designated road system and is dry
3. Special use permit needed for a party with ≥ 10 vehicles
4. Implement limits-of-acceptable change monitoring to guide recreation use management
5. Prohibit entry to mines
6. Prohibit use of metal detectors
7. Retain at least six law enforcement officers

